

MILATARI LIMITED EDITION

Volume XI Issue 7 • July/August 1992 • The Newsletter of choice for Milwaukee Area Atari Enthusiasts since 1981

Vol*un*teer (vol'en-tir') n. One who performs or gives services of his own free will. -v. To give or offer of one's own accord.

—Webster's II Dictionary—

This is a two month newsletter. In the summer months computer activities take a back seat to other things, so we combined our July & August issues to cut costs. Rest assured that we will still have our meeting in July and then our picnic and GEN CON in August before kicking off some fall surprises for all our loyal members. More on that in the coming months!

WE NEED VOLUNTEERS!

AND MORE VOLUNTEERS!!!

This year's GEN CON promises to be the biggest and best one yet, because it is their 25th anniversary and TSR has decided to join forces with ORIGINS (another gaming company). This year will make it the 1992 GEN CON/ORIGINS Game Fair. It will be held in downtown Milwaukee at the MECCA Convention Center from August 20 - 23. We need volunteers for set-up (either August 18 or 19) and on all four days of the fair. The hours will be 8am to midnight on Thursday, Friday and Saturday & 8am to 4pm on Sunday. Help will also be needed for tear-down on Sunday from about 4pm to 6pm. For more specific hours for set-up, please call me at 462-7557. The success of MilAtari at GEN CON can only depend on the amount of help that we get from the membership!

For anyone that hasn't been to "the world's largest gaming convention," you're in for a treat! The best way that I could explain GEN CON would be to call it a gamers fantasy come true! Imagine it: anywhere from 12 to 16 THOUSAND people, all with gaming in mind! This will be our 5th year attending GEN CON with every year getting bigger and better. This year we will have at least 2 full Midi-Maze (the #1 computer event at GEN CON) rings, an Open Gaming area with up to 20 computers and a Lynx area with at least 30 Lynxes in it. As I stated above, we need people to help man these events. The rewards for helping out benefit both you and the club. You benefit by being given a badge that will enable you to roam throughout GEN CON and observe any of the over 1,000 gaming events in addition to being able to go into the Auction rooms and the Great Hall (where all the vendors are). MilAtari benefits by receiving the profits from the gaming area and by receiving generous donations of software from various vendors. Also, last year there was a worker's prize giveaway at the September MilAtari Meeting. For every 4 hours that a member works, their name will be put into a drawing for prizes. The more you work, the better your chances are to win. I will be talking with Bob Brodie to sweeten up the prizes this year.

What is Midi-Maze? Well, think of the classic game PacMan, only without ghosts or pills. Sounds boring? OK, instead of playing the game from looking down on the maze, imagine playing it from being IN the maze from PacMan's point-of-view! Oh, by the way you have company. In the same maze there are 15 other PacMen! All 16 people play the same game at the same time using the computer that they are sitting at. What each of them sees on their monitor is the inside of the maze from THEIR PacMan's point-of-view! There is one difference from the classic game; in Midi-Maze the object of the game is to fire at the other players. What you see in front of you is where you can fire. Each person can take 3 hits from other players. After 3 hits you disappear for a few moments and then are returned at random in another part of the maze. Every time you stun a player you advance a note on the scale that is also shown on your monitor. The first player to go all the way up the scale wins that round. Competitions are 60 minutes long with about 45 minutes of actual competition, so there is time for plenty of rounds. The player with the most rounds won at the end of the hour is declared the winner. At last year's GEN CON Atari gave a Lynx to the person that won the most rounds in the four days of competitions. This year I am hoping that at least the same will be offered.

MilAtari's annual picnic will be held on August 15th at Greenfield Park in Area 4 (the same area as last year) starting at noon. We will supply the meat, soda, beer and prizes. All you need to do is come with a food dish and enjoy all the fun!

Best wishes for a safe & happy summer from your Prez and the Board of Directors! Hope to see you on the 18th!

This Month:

General Meeting
Saturday, July 18 - NOON
Greenfield Park Lutheran Church
1236 S. 115th St.

Executive Board Meeting
Sunday, July 26 - 7:00 p.m.
Shakey's
9638 W. National Avenue

NEXT MONTH:

Club Picnic
Saturday, August 15 - NOON
Greenfield Park Area #4

GEN CON - August 20 - 23

What's Inside: (An all star July issue)

- 3 Beetle Mouse
Thomas J. Girsh
- 4 MahJong
Dr. Armin Baier
- 4 Multiplay
Dr. Armin Baier
- 5 ST Public Domain
Dennis Wilson
- 7 Chatting With...Dave
Landskron by Linda Heinrich
- 8 Mac Attack
Bob Garlock
- 8 ST Supplemental
Bill Janutka
- 10 Presidential Ruminations
Lee Musial



MilAtari Ltd.
P.O. Box 14038
West Allis, WI 53214

Membership

Membership in MilAtari Ltd. is open to all individuals and families interested in computing. Annual dues are \$22.00 per membership and includes a one year subscription to the MilAtari Limited Edition, access to the Publication Library, and allows purchases from all Public Domain Libraries and Resale Shop.

Meetings

MilAtari Meetings are normally held on the third Saturday of each month at Greenfield Park Lutheran Church, 1236 S. 115th St. The doors open at noon. There is an hour milling period for members to socialize while browsing through the Publication Library, and making their purchases from the PD Libraries and Resale shop. We also have a station set up to demonstrate the newest ST PD offerings, or to help members with specific software problems with hands on assistance. The Business meeting begins at 1:00 p.m. Afterwards there are demonstrations of commercial software or small instructional groups form.

Newsletter

The MilAtari Ltd. Edition is published by and for MilAtari Ltd. Opinions expressed herein are those of the individual authors and do not necessarily reflect the opinions of MilAtari Ltd., its officers or advertisers, none of which are affiliated in any way with Atari Corp., except where noted otherwise. Submissions are encouraged, and can be sent via the Club BBS, or by making other arrangements with the Editor. All submissions should be in ASCII or WordWriter format please, with NO special formatting such as centered text, tabs, or bold, italics, etc. All submissions are due by the 25th of each month. For information on placing ads, contact the Editor at 628-4435.

MilAtari Ltd. Bulletin Board

MilAtari Ltd. supports a public bulletin board system. Members and non-members alike are welcome to use the service. When applying for a password for first time use, please allow one week for validation. All requested information must be supplied or the SysOp may exercise his right to deny access. Only real names are permitted. If you are having trouble getting on or around in our system, call one of the officers or volunteers listed above.

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as is required by state law.*

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BEETLE MOUSE

Thomas J. Girsch

(Just when I thought it was safe to stop spending...)

When I first got my ST (way after most of you got yours), one of the things that impressed me was that it came with a mouse included in the purchase price of the computer. On MS-DOS machines, the mouse is often an option, even if MicroSoft Windows is included.

I also really liked the feel of my ST's mouse. The double click was definitive, and difficult to do accidentally. Often on DOS machines I found myself doing accidental double clicks. (That can be really annoying!)

So when I started forking out all kinds of money to upgrade my ST system (added a hard disk, went up to 4 meg, got a MultiSync monitor... you get the picture), the last thing that crossed my mind was a replacement mouse. After all, if I like my ST mouse, why should I replace it?

I had seen any number of ads for replacement mice (mouses?) for the ST, and had even tried a couple, but they didn't really appeal to me, even though a couple of them admittedly looked nicer. Then the Chicago show came...

I spent more money there than I care to remember. I bought a 16-MHz accelerator, tons of software, blank disks, a font collection, God, you name it. It was also the first time I had ever seen a Beetle Mouse in the flesh. Ok, it looked kinda cute, and you could buy it in any two-color combination (one color for the buttons, one for the rest), and true to its name, it looks sorta like a beetle. But I liked my ST mouse, so I passed it up.

Well, it so happened that I wanted to show a friend a neat Gribnif program at their booth, so I went over there and

grabbed the mouse to start fiddling. It was a Beetle Mouse, and as soon as I had it in my hand I knew I had to get one. The buttons click even more distinctly than Atari's, but with NO accidental double clicks. Actual mouse movement is so much smoother, but without being to slow or too fast (and you can use a mouse accelerator to combat that anyway).

It was less than ten minutes later that I had ordered my own. Why ordered? Because the vendor who had them sold out his entire stock. But that was OK, because then you can be picky. You can pick your exact color scheme.

Other advantages: it comes with a mouse mat. It's very reasonably priced. Consider that a Microsoft Mouse on a DOS machine will run you between \$90 and \$150. Beetle Mouse retails for \$50. Street price is around \$30.

So two weeks later, my Beetle Mouse came, in the Red body, Black button format I ordered. The mouse mat was small, surprisingly so, but I found that with its resolution, you don't need a big mouse mat anymore (unless you get really excited). Plus the mat and the

mouse work together exceptionally well to give you unsurpassed accuracy (with the exception, perhaps, of an optical mouse).

Cleaning the mouse is just as easy as cleaning the Atari mouse, if not easier. And since the roller is more tightly fitted in the Beetle Mouse than in the Atari mouse, it doesn't get dirty as fast (not as much room for dirt).

At \$30 street, Beetle Mouse is definitely a recommended product for any STer who uses the mouse with frequency (almost all of you).

NOTE: The Beetle Mouse and other replacement mice may not work properly if you have a replacement keyboard, such as one being used with a DEKA module. Check your keyboard substitute's manual for details.

New!

The MilAtari Clinique

Coming in Fall

Watch the newsletter for details

MAH JONG

Dr. Armin Baier

SYSTEM: Atari ST, STe, Mega ST, & mouse

MONITOR: Color

Price: \$20.00 including S&H

SUMMARY: Solitaire game similar to SHANGHAI consisting of blocks or tiles which are eliminated by matching two tiles. Easy for beginners; a challenge for experts. Instruction and help on the pull down menu. Remove all blocks by pairing in a set time.

Written in GFA Basic 3.0

No Copy Protection

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Madison, WI 53715

MAH_JONG is a solitaire game similar to SHANGHAI; but MAH_JONG was created completely from scratch. The

blocks (or tiles) were designed from photos of a Mah_Jong set.

There are 15 different layouts sets of the game and an infinite number of layouts which can be constructed at random by pulling down the menu and clicking on Random Layout. The game can be played by people of all ages. The game is easy to learn, but difficult to solve, because in any one layout one may run out of pairs of tiles leaving only unmatched blocks. Also time to play the game may run out; then a newlayout must be introduced. If several play the same layout of blocks, the one with the most matched pairs is the winner. Children can often find the matched pairs of blocks quicker than an adult.

Even though the game is primarily solitaire, it can be played by a number of side by side computers, all having the same starting time and the same time

period. Thus it can be played as a contest. The president of the company, Joshua Snyder said that a new, advanced and more complicated version, Mah_Jong 3.0 will be available in August or September 1992.

The purpose of the game is to remove the most number of paired blocks in the "record" time. The blocks are to be paired by suit and number, except for the "flowers" and "seasons" which do not have to look alike: any two flowers or any two seasons make a pair. If you have a choice of three of a kind of anything, figure which pairing gives you better options for your next move. There is a pull down help menu with suggested moves for beginners. The pull down menu also shows the number of the removed blocks, selected layouts, and random layouts. It is a fun game for one or more players.

MULTIPLAY

Math Exploration, Discovery, and Practice

Dr. Armin Baier

D.A. Brumleve is usually present and available at most of the Atari shows both in the USA and Europe. She has written excellent programs for children ages two to eighteen for many years and now announces a new program for children ages 5 to 11 called MULTIPLAY. Multiplay helps children to memorize basic addition and multiplication equations plus shows opportunities to discover math patterns. There are basic math drill programs which give widespread choices to both the children and their parent and teachers. There are extensive opportunities for creative thinking and expression. There is a main

screen and three play screens -- the Pattern Screen, the Make Puzzle Screen and the Puzzle Screen.

Each screen basis feature is a grid. The x and y axis form the parts in an equation and the square of the grid where they converge is the solution to the problem; called the answer square. The teacher or the parent can determine whether the grid gives the elements 0 to 9, 0 to 19, or 0 to 29. A choice is available in addition or multiplication or both.

On the Pattern Screen, the player clicks on the square and views the full equation,

including the answer and process. The answers stay highlighted until the player turns them off, thus the player can go clicking around the grid surmising the answers before the answer is revealed.

The patterns involve judgements in multiplication and addition and the connection between adjacent and similar equations. A TEST option helps the children follow their progress and helps to discover or find new patterns.

The PUZZLE SCREEN presents a game for one or two players. The children can perform the game puzzles or the puzzles

turn to page 7 please

PUBLIC DOMAIN UPDATE

MilAtari Ltd. St Public Domain Library Disks are available at the meeting at a price of \$3.50 per disk, and through mail order at \$4.00 per disk. Special package prices may also be in effect at club meetings for certain disks or quantities of disks. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities activities of MilAtari Ltd.

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced. These disks are made available for sale at the the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge on the club BBS. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

memory, searching files, sectors or memory, check, repair and optimize file structure. The program is entirely GEM based, with the standard drop-down menus, scrollable windows and dialog boxes.

UVK DEMO

A demo of the "Ultimate Virus Killer" version 5.4D. You can only kill some viruses with this demo version, and only one virus during each session. In the real version, you can kill as many as you want, of course. Some of the features of the program are: 1) Automatic recognition of any drives/partitions attached, 2) Automatic check of any whole drive/partition for link viruses, and 3) Context-sensitive on-line help mode.

ST PD

*Dennis Wilson***DISK 371 - UTILITY DISK****IMG2ICN**

A program that will convert any .IMG file (mono) that is 640x400 or smaller to a Degas .ICN file for easy loading into Degas. The .ICN files can also be used with John Eidsvoog's HotSwap to make custom HotSaver graphics. It will run in any resolution but at least ST Medium or High resolution is recommended.

JCLABEL

V1.1C - A label printer which works on Hi-res or Med-res screens. It will let you enter the details of a label (up to 7 rows of up to 32 characters), print it, store it in a list and save the list to disk. Lists can be loaded, searched and entries added or deleted. Entries may be marked for batch printing or single labels searched for and printed alone. There are spaces for up to 500 labels in a list, depending on how much free memory you have and what other programs you are running at the same time.

KTEXT164K

Test V1.6.4 - A text file reader with a difference. Besides allowing you to read a text file in an easy manner it also allows the text file to contain VT52 commands, display up to 4 Tiny, Degas compressed or uncompressed picture files, play

XBIOS 32 music files, and give the ability to append text files. The program provides an excellent and simple format for advertising or describing procedures.

LOANSUM

Loansum - A unique loan calculator that displays both input and output in a single dialog box. This provides for quick results when you wish to "play" with the APR and the other variables. You can also compute the interest saved when extra payments are applied to the principal. An amortization table (which shows accumulated interest) can be sent to a scrollable window, printer or a disk file.

LOUDFORM

Loud Formatter - A disk formatter which talks to you! Change the settings on sectors or tracks, for example, and the computer will tell you the new settings. This formatter will correct for non-critical bad sectors.

STOOLS19

St Tools Ver 1.9 - P program reminiscent of PC Tools for MS-DOS computers. The main display includes a directory tree and a listing of files by directory. As the name implies, the program is a set of tools for use on the Atari ST. Current functions include listing/editing of File Allocation Tables, Hex dumping of files, sectors or

DISK 372 - UTILITY DISK**ASTRO22**

Astro_22 - This is a starter astrology program which accurately calculates the position of the planets, cusps and zodiac positionsto within 30 seconds of arc. The program is simple to use and very fast. Those who have no knowledge of astrology will be able to find out what their particular chart means by borrowing a book from the public library. The hard part of astrology, namely calculating the chart, is done by Astro_22.

COOKIEMS

Just for fun, this program will change your arrow mouse pointer to a chocolate chip cookie with a bite out of it! It's just a cutie.

FREEMEM

A little disk filler which will tell you the amount of free memory you have.

SATMOONSThis is an excellent graphic display program for simulating the orbital motion of the moons of Saturn and the seasonal tilt of the planet's rings. Also shown are the position angle and distance from the planet of each of the moons at the time displayed during the simulation. Monochrome only.

ST PD CONTINUED**DISK 373 - GAME DISK****AIR2AIR**

Air to Air - A 2-player air combat game. A side-view, wrap-around scrolling arcade game. Very cute and colorful.

BLASTER

Blaster - A PD version of Defender. This one is more like the 8-bit version. You see the arms of the men that are picked up by the alien ship are waving at you. Nice sound effects and good game play. A very good addition to anyone's PD library.

BREAK_IT

Break It - This game is based on the ancient Chinese game of Shanghai. The aim of the game is to erase all the matching pair stones. Monochrome only.

POP2CODE

This is a level code generator program for Populous II.

SUPRNOVA

Super Nova - a first person strategy game played with the mouse. It is reminiscent in looks to the game Damocles.

DISK 374 - GAME DISK**HARLEQ**

Harlequin - a demo of a side-view scrolling arcade game.

GAMED

Psyborg - a first-person, in-the-cockpit arcade game. In it, you are racing against time at high speed. To make it, you must be able to switch tracks to avoid obstacles. The disk is set to autoboot this program. To boot the other program, put in a different disk to get a desktop and then put in this disk and boot the other program.

DISK 375 - GAME DISK**CAMPAIGN**

A demo of a tank strategy game.

GROSSMAZ

Five mazes for Midimaze designed by

SHOW PRICES AT JULY MEETING!

We thought it only fair to offer our members the same deal we offered perfect strangers at the June show! Therefore, at the July meeting only, we are offering the same package deals and discount prices we did at the show. If you did not see us there, here is your chance to get some great bargains! At our July meeting, get double-sided PD disks (Disks 301-up) at \$2.50 each, single-sided PD disks (Disks 1-300) at \$1.50 each. All of the packages we had at the show will be available at the meeting. Packages are in either 5 or 8-disk sets. All packages are boxed and labeled. The 5-disk packages will go for \$11 at the meeting, while the 8-disk packages will go for \$18. This is several dollars off list prices. Five-disk packages consist of DTP Packages I & II, the Christmas Package, and IBM II. Eight-disk packages consist of MAC I (i.e. Spectre), and IBM I.

We are also introducing our Catalog and Library Disk Package. This is an upgrade from our previous 2-disk Catalog and Library Disk Set. The package will now include, in addition to the two previous disks, the Supplementary Catalog and Library Disk, and the Catalog and Library disks for the Spectre Library and the IBM Emulator Library. We will be selling this package for the same price as the previous set, \$6. For those of you who wish to upgrade from the previous set to the package, the upgrade cost is \$2. Be sure to bring your previous Catalog and Library disks with you to the meeting. The new package is boxed and labeled.

The attractive labels on our packages were designed and produced by Dr. Armin Baier. Thanks Armin!

By the way, we still have plenty of our on-hand inventory of Disks 1-300, which we're selling off at \$1 each, but they're going fast! Be sure to check our box of these disks out at the meeting. Maybe just what you have been looking for is there at a really rock bottom price!

Michele Gross, a MilAtari member.

QUIZICAL

Quizical - A quiz game in which your objective is to get the highest score possible before losing all of your lives by answering the questions correctly. You will be given three possible answers to each question of which only one is the correct answer. If you answer correctly your score will appear in the numbered grid and your score will be determined by how long you took to answer. There are over 300 questions for you to ponder over with over 1000 possible answers, so this should keep you busy for quite a while. Incidentally, you will never be asked the same question twice during a current game and as the questions are selected at random no two games will be alike.

SPACEBAL

Space Baller - An overhead-view arcade game in which you must bounce your ball

across the various stellar platforms to safety. There are bonuses to collect, but watch out for the aliens that will try to get in your way.

TURRETS

Turrets - Otherwise known as The Attack of the Dangerous Alien Gun Turrets From Jupiter's Third Moon. This is a game based on the classic eighties game, "Thrust". The object of the game is to destroy the enemy while flying your space craft from level to level. On most levels there will be a single, green, rotating orb. Destroying this will enable you to complete the level. Some of the later levels have more than one orb to destroy, and some have many items of machinery or organic life to destroy. Only when all of these have been destroyed will the level be completed. Things to look out for are pistons, fountains, eyes, mouths, flames, etc.

CHATTING WITH

"When the moon is high in the sky, go fishing!"

Sound advice, deduced from the extensive use of SKYSCAPE, an Apple astronomy program that Dave ported over to the ST. "It shows the horizon, the zodiac, the moon rise and set and the movements of the planets. I catch more fish when the moon is high."

Dave, a mechanical engineer, also has adapted an IBM program that draws triangular spirals, square spirals, circular spirals and even a toroidal. (I'll take you at your word, Dave.) He also spends a lot of time in basic programming, math and engineering.

Dave has been a member of MilAtari approximately two years, but has owned an ST since 1984. His first computer was a COCO. (A Radio Shack Color Computer.) It was an 8-bit 64K machine. "It ran at one MHz." How times have changed.

MULTIPLAY

from page 4

they have created on the MAKE PUZZLE SCREEN. The players alternate clicking on the grid and then typing in the answer to their solution to the problem shown. The player who chooses a higher or more difficult problem will have a much higher score, than those choosing an easier problem.

The MAKE PUZZLE SCREEN lets the players make and save their own puzzles. Making puzzles or puzzle designs is in its self very creative and challenging. An editor program lets teachers, parents or children delete unwanted puzzles. Installation is variable, allowing parents or teacher to choose the level of the players needs and interest.

Currently he has a Mega 4 that runs at 16 MHz and a multi-sync monitor. He also enjoys modeming and has spent at least two hundred hours on Exec PC since January. "I like to download .GIF image files using Atari .GIF Viewer (from our PD).

His favorite game is *Trap the Dragon*, a 1985 PD offering. "It's a mind game that uses your memory and knowledge of sets." He also enjoys Flight Simulator flying not only the Cessna but the jet and bi-plane as well.

Dave works extensively with Degas. "I draw houses and scenery, fonts and lettering fonts. I create spoofs, cartoon-like jokes." He also uses DB Mgr and has developed a parts list for machinery at work.

Hobbies? He has many. Beside the aforementioned fishing, Dave likes boating, rafting, swimming, scuba diving, snorkeling and woodworking.

Dave Landskron

He enjoys belonging to MilAtari and other computer clubs in the area. "I like the people in computer clubs. They have varied interests." He feels MilAtari needs more demo's and sigs. "Our PD is fine but it needs a new flavor. There are at least five engineers in our club. I'd like to see more applications in engineering, drafting, astronomy, accounting, and data base."

"The Atari is a good machine for programming. It's an open system. DOS is a closed system. I use a 3 Meg Ram disk for file transfers. It's a wonderful thing. IBM can't have a Ram disk bigger than 360K."

For whatever reasons Dave prefers his Atari over the IBM platform, we're glad he continues to support our favorite platform...and user group.

Linda Heinrich

Hungry?



The MilAtari snack shop is just the ticket for those meeting munchies!

MAC ATTACK

Gaming.....

Discussing computers and new software with Mac users is always mildly entertaining. They talk about such interesting topics as what programs no longer work with the latest operating software revision and how the latest Desk Accessory is not compatible with everyone's favorite application. All this sounds like a lots of grins, but they will always find time to remind the Atari owner how their computer is only for serious computing and that games really have no place in a Mac owner's life.

Well now, look what has happened recently. The color Mac is coming down in price and becoming more popular. A lot of the leading entertainment software companies are now releasing their latest creations for the color Mac. Such titles as Falcon, Loom, Pipe Dream, Monkey Island and Indiana Jones are showing up on the shelves. There is a considerable amount of shelf space now being devoted to entertainment. At a recent trip to Comp USA I witnessed shoppers eagerly bypassing the latest applications for the games. It did my heart good.

I now believe that all this nonsense about

serious computing the Mac users have been spreading around all along is not all true. The real reason is because games just don't have the appeal in black and white especially when you consider the weak sound capabilities of the old Macs. One nice thing is that the Atari does play games better and the since Mac guys like to pay a lot for software the games usually cost more. For example, Indiana Jones Adventure lists for \$29.95 for the Atari and the IBMs. For the Mac the same game lists for \$49.95! All that I can say is that a more serious computer should have the more expensive software. Heh, heh, heh!

David Small....

I was very happy to meet David last week at the MAST show. Being a small time programmer I can really appreciate the amount of work it took to create the Mac emulator. He puts out a quality product for a fair price. Lately his main efforts have been centered on his new Atari accelerator. Again it looks like another quality job. The price does seem a little on the highside for my budget right now. The least expensive setup is \$800 and the

top of the line will put you back \$1,660. We all know and realize that the ST foundation is a little shaky right now. I mean that the guy at Comp USA actually said that he never heard of an Atari ST. I have to ask myself if it would be wise to double my investment in the Atari to have this world class speed. Tough question, an SST equipped Atari would really fly. If there was a dealer within the area that had one I could experiment with I could at least make an informed decision. But, alas, we all know what happened to all the local Atari dealers. I wish Dave success with this product and hope he can find a good market. I also hope he doesn't forget us little guys who use his emulators.

SPECTRE DISK #14.....

Monopoly Ver. 4.02

The classic game of real estate.

Wator

A population game like the game of Life.

Phraze Craze

Wheel Of Fortune, Dude!

Tablin Ver. 1.0

The card game!

Tank Commander

A shoot-Em-Up

ST SUPPLEMENTAL

DISKS S064-S068 DTP, TEX (DSE, IMEG)

The files on these five disks makeup a very complete public domain desk top publishing package for the ST. TeX is a typesetting system intended for the creation of beautiful books - especially for books that contain a lot of mathematics. The files are very numerous and require a large amount of space. Most of the files have been archived using ZOO but are for the most part made to be self extracting.

Disk S064

TeX program with TeX and LaTeX

support files, ZOO 2.01 and a ramdisk program.

Disk S065

TeX Printer Drivers

Disk S066

Metafont Font Generator

Disk S067

IniTeX to customize TeX and SliTeX slide maker.

Disk S068

PICTeX macros for figures and MuTeX for writing music.

Bill Janutka

These TeX files were acquired through Current Notes Magazine.

DISK S069 & S070 DTP, DEMO, CALAMUS S/SL (DS, IMEG)

This two disk set is a demo version of Calamus S/SL designed to allow you the opportunity to preview some of the features of the new Calamus SL. It includes 7 modules, 3 printer drivers, 3 import modules, and 1 font that loads in automatically.

please turn to page 10

New Dimensions Computer Center

Authorized Atari Business Computer Center
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**"So let's leave it alone,
cause we can't see eye-to-eye.
There ain't no good guys,
there ain't no bad guys.
There's only you and me,
and we just disagree."**

--DAVE MASON--

MilAtari attended the MAST AtariFest last month. We were asked by Atari Games to run their area at the show in addition to our own area. We had six Lynx's displayed with various games. Also of interest were free copies of Grey Matters, Atari's official Lynx magazine. There were a lot of different vendors attending, along with Bob Brodie from Atari Corporation. Some of the over 30 vendors were: Gadgets by Small, DA Brumleve, Softlogic Publishing, ICD, CodeHead, ISD, AIM, GEnie, WizWorks!, Cal-Co Software, Apple Annie, Toad Computers, Missionware, CSA Limited and Mars Merchandising.

Visitors where able to check out new goodies, update to newest versions of their favorite software, chit-chat with a vendor of their choice or have a word with Mr. Brodie about anything Atari-related. MAST was also giving away items that were donated by several of the vendors. One complaint that I heard quite

a bit about the show was that you had to be present to win a door prize. One way around this would be to do like LCACE did at the Chicago ComputerFest by Atari last year, if you were a winner and you were not present, then your prize was sent to you. That's the main reason why you filled in your name and address on the ticket. Another idea would be to print it clearly on the ticket that you would have to be present to win your prize. I myself prefer LCACE's way of doing it, unless one doesn't mind hanging around a show for a whole day just to win a prize!

Speaking of LCACE, they also attended had a table at the show. At the Atari/MilAtari area there was a drawing for a Lynx, and 2 one year memberships to MilAtari. Bob Brodie drew the winning entries with the Lynx going to Mary Elvin and the memberships to Joyce Isenberg and Michael Day. Bob also donated two Atari music sweatshirts for the MilAtari members who staffed the tables. The sweatshirts were given away at last month's meeting, with Bill Janutka and Mike Fabian as the recipients. Congratulations to all the winners.

I would personally like to thank all the loyal MilAtarians that took the time to help man the Atari/MilAtari area. How was the MAST Show? Well, for

MilAtari, it was a success!

I also had the pleasure of meeting Parnell Coak from Schultz Software and Jeff Davis from New Dimension at the show. Both of these gentlemen are planning on opening Atari software and hardware (sales, service & repair) stores in the Milwaukee area VERY soon. Somebody please pinch me! On second thought, don't: I might wake up! Seriously, we had Schultz Software at our June meeting and hope to be seeing a lot more vendors attending in the future. More on these new stores as we receive more info. Please, if you have ANY Atari needs, look for their ads in our newsletter and patronize their businesses. Two other excellent organizations that are in the area are Micro Magic for software and hardware repair & Cascio Music for software and hardware (sales, service & repair). With all these choices, how can you go wrong?

Lee

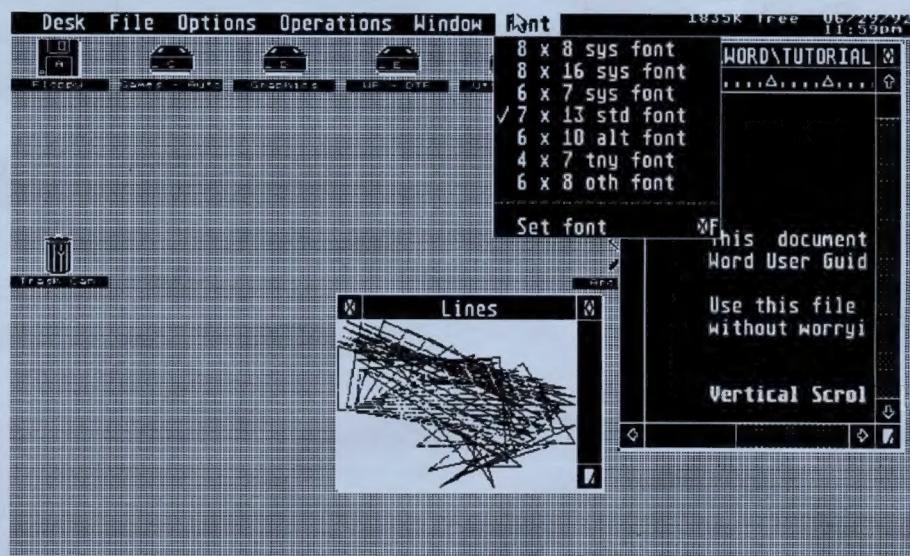
ST SUPPLEMENTAL from page 8

Disk S069

The Calamus shell program, support files, Arc_90 font, and some raster graphics pictures for importing into Calamus.

Disk S070

Modules; Frame, Line, Raster, Page, Text, Text Style, and Document Converter. Drivers; import modules CVG and CRG for pictures and CTX for text. Printers; drivers for Epson LQ, HP Laser Jet, and SLM804. Pictures; more pictures in Calamus format.



*Hot off the press - screen shot of new Multi TOS - MiNT
Courtesy of Atari Explorer Online*

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**JULY MEETING
HIGHLIGHTS**

NOON - 1:00 - Milling hour
ST PD Demos
ST Resale Shop
Hardware Diagnostics

1:00 - 1:30 - Business
Meeting

1:30 - ?
ST Round Table
8-Bit SIG

Be sure to come early for
the ST PD Inventory
Liquidation Sale!

ATARI

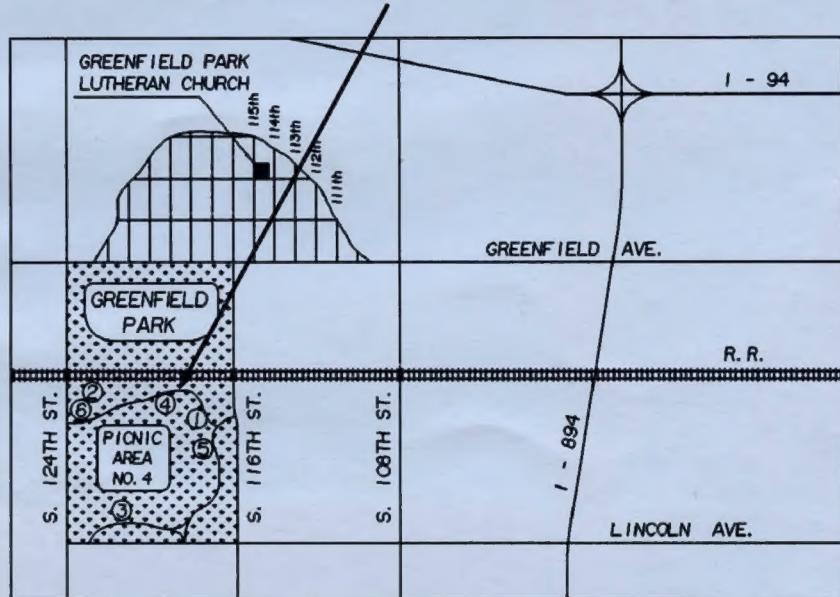
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